

# SONY®

## White paper

June 2013



Xperia™ Z  
C6606/C6616

# Purpose of this document

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Sony product White papers are intended to give an overview of a product and provide details in relevant areas of technology.

## Document history

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Version		
June 2013	First released version	Version 1

## Sony Mobile Developer World

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For the latest technical documentation and development tools, go to [www.sonymobile.com/developer](http://www.sonymobile.com/developer).

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# Product overview

## Xperia™ Z – Experience the best of Sony in a smartphone

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Xperia™ Z sets a new standard of excellence, with a razor sharp and super bright 5" full HD display and reflective surfaces that wow anyone looking. Running on Android 4.1, Jelly Bean, it comes fully loaded with years of Sony engineering. Advanced BRAVIA® screen technology, created with the expertise of the same engineers behind BRAVIA® TVs. A 13.1 megapixel fast capture camera that's made to take the best shots in any light, built with the same expertise and components as leading Sony cameras. And a sleek design with a solid water and dust-resistant body. Xperia™ Z is designed with attention to every corner, piece and pixel, all to bring you the most captivating experience imaginable. It's craftsmanship re-defined. Smartphone re-imagined. It's the best of Sony in a smartphone.

### A screen as impressive as HDTV

Feel like you're there with the razor sharp and super bright full HD screen. Xperia™ Z brings you entertainment that's bigger and closer than ever. Expertise from our BRAVIA® TV engineers goes into our mobile screens, to bring you the same quality you'd expect from a top quality HDTV. The 5" 1080 x 1920 full HD display has very high pixel density – 443 ppi—and superior brightness. That's a lot of numbers that add up to mean unbelievably crisp and seriously bright, even in sunlight. The Reality Display™ with Mobile BRAVIA® Engine 2 uses the same contrast enhancement technology as the latest BRAVIA® TVs. Immerse yourself in your favourite game, a chat with your best mate, or watch the latest flick. Time to go? The OptiContrast™ panel makes the phone seamlessly, strikingly black when turned off.

### Exmor RS™ for mobile – the world's first image sensor with HDR video for smartphones

Torch-lit tent. Backlit peak. Midday beach. Now, with Xperia™ Z, you can capture ultra-sharp photos & videos in any condition. Our smartphone camera modules use the same expertise and components as leading Sony cameras. And thanks to Exmor RS™ for mobile with next generation BSI sensors, you can take stunning shots in any light. With low-light capabilities on both front and back, Xperia™ Z is the world's first dual Exmor R™ for mobile camera. So what if the sun is shining right behind your subject? Xperia™ Z, with HDR photos and HDR video, takes beautiful stills and movies in backlit conditions as well. More interested in the moment and not a pro with settings? Superior Auto mode automatically activates HDR and noise reduction when they're needed. Adopting the technology of luminance and colour noise reduction allows us to realize detailed results with low noise in challenging lighting conditions, and reproduces objects in more vivid colour. Your device is automatically optimised for 36 different scenes, so you always get the best shot. You focus on your target, the camera does the thinking.

### Smart, Sleek & Durable

Carry it to your outdoor activities; take it out in the rain, the durable smartphone you've imagined is now real. Xperia™ Z brings Sony's long history of water-resistant electronics to a smartphone – the only one of its kind. The slim 7.9 mm body, with its reflective glass surface, looks and feels slick, but Xperia™ Z is crafted to be sturdy. It's dust resistant, with durable tempered glass on front and back, which are further protected by anti-shatter films. No one knows how to best pack durability into a beautiful design like Sony. For whatever you have planned – and whatever life has planned for you.

## Smartphone with super power

Forget load time. As fast as you can think it up, Xperia™ Z can deliver. The Snapdragon™ S4 Pro quad-core 1.5 Ghz processor with 2GB RAM gives you super-fast performance and unparalleled graphics. But Xperia™ Z is also made to use the battery wisely. Because the four cores are powered up and down as required, they only use the minimum power needed to complete a task. So you're not left high and dry. Find your way on Google Maps™. Stream the latest videos and YouTube™ clips. Download all the newest apps and run them without a hitch. Get it all when you want it – that would be now, right?

## Share the magic on any screen

Home at last. Time to relax with the latest blockbuster? The “Movies” app magically downloads info on all the films that you have downloaded or side loaded, and lets you view them in high quality. Or why not play your videos on a big screen by connecting a standard HDMI cable to your HDTV using an MHL adapter\* or a compatible Xperia TV Dock\* accessory? With live streaming in full HD, what looks gorgeous on your phone also looks gorgeous on your HDTV. If you prefer to go wireless, you can use the Screen Mirroring\*\* feature to share content. With just the touch of a button, you can watch your selected photo pop up on the TV screen or listen to the current music track play on the TV's speakers.

*\* Separate accessory, not included.*

*\*\* When using screen mirroring, the image quality may sometimes be negatively impacted if there is interference from other Wi-Fi networks.*

## Better battery life

With Battery STAMINA Mode you have more intelligent battery management and can easily improve your standby time by four times or more\*. When the screen is off, your phone automatically shuts down the battery-draining apps you don't need, then starts them up again when the screen is back on. And of course, since you don't want to miss any important reminders or notifications, you can choose which apps to keep running even when the screen is off.

*\* Based on testing done with default settings, default accounts and applications for Skype™ and Twitter™ downloaded to the phone. The more applications installed, the bigger the effect of Battery STAMINA Mode.*

## Entertainment audio

Xperia™ Z comes with a high quality stereo headset. Sony MH-EX300AP headset has superior acoustic performance which helps realize sound true to the original recorded sound.

Get the most out of your music, games and films. An in-ear headset that's designed for a premium comfort fit lets you enjoy quality entertainment audio. And when a call or message comes in, you'll know.

## PlayMemories Online\*. Enjoy anytime, anywhere.

Where are all your favourite shots? Spread out on Facebook™, your phone and your computer? Now you can carry every picture with you, without storing them all in your phone. PlayMemories Online lets you collect all your photos and videos in one place, then relive memories wherever you are. See the perfect shot? Upload pictures automatically over Wi-Fi from your phone camera to PlayMemories Online. Then view your photos on any device – tablet, phone, computer, or BRAVIA® TV.

*\* PlayMemories Online is not available in every market.*

## Game on!

In the mood for a brain teaser? Or are your fingers itching to do battle? With your PlayStation™Certified smartphone, you'll have direct access to PlayStation®Store for PlayStation®Mobile \*, where you can browse a catalogue of great PlayStation®Mobile games developed for PlayStation®Mobile. So however you like to play, download something today and say bye-bye to boredom.

*\* PlayStation® Mobile is currently available in the US, Canada, Japan, UK, France, Italy, Germany, Spain and Australia only.*

## Sony Entertainment Network\* – anytime, anywhere

Download a movie or TV show from Video Unlimited™. Connect your smartphone to your TV and the TV launcher pops up automatically. Enjoy millions of millions of songs from Music Unlimited™. Enjoy all this and more from Sony Entertainment Network, with a common sign-on ID and digital wallet through your smartphone. It's the perfect fit for a life full of entertainment.

*\* Sony Entertainment Network with Video Unlimited™ and Music Unlimited™ is not available in every market. Separate subscription required. Additional terms and conditions apply.*



## Facts – dimensions, weight, performance and networks

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<b>Operating system</b>	Google™ Android™ 4.1 (Jelly Bean)
<b>Processor</b>	1.5 GHz Qualcomm APQ8064+MDM9215M Quad Core
<b>GPU</b>	Adreno 320
<b>Size</b>	139x71x7.9 mm
<b>Weight</b>	146 grams
<b>Available colours</b>	Black Purple White
<b>SIM card</b>	Micro SIM
<b>Main screen</b>	
Colours	16,777,216 colour TFT
Resolution	1920x1080 pixels
Size (diagonal)	5.0 inches
Scratch-resistant	Shatter proof sheet on scratch-resistant glass
<b>Input mechanisms</b>	
Text input	On-screen QWERTY keyboard
Touch screen	Capacitive
Touch gesture	Yes – multi-touch, up to 10 fingers supported
<b>Memory</b>	
RAM	2 GB
Flash memory	Up to 16 GB*
Expansion slot	microSD™ card, up to 32 GB
<b>Camera</b>	
Camera resolution	13.1 MP
Digital zoom	16x
Photo light	Yes – Pulsed LED
Video recording	Yes – HD 1080p
Front Camera	Yes – HD 1080p for video chat and 2.2 MP for camera capture
<b>Sensors</b>	
Accelerometer	Yes
Proximity sensor	Yes

Ambient light sensor**	Yes
Magnetometer	Yes
Gyroscope	Yes
<b>Networks</b>	
C6606/C6616	UMTS HSPA+ 850 (Band V), 900 (Band VIII), 1700 (Band IV), 1900 (Band II), 2100 (Band I) MHz GSM GPRS/EDGE 850, 900, 1800, 1900 MHz LTE Bands IV
<b>Data transfer speeds</b>	
GSM GPRS	Up to 107 kbps
GSM EDGE	Up to 296 kbps
UMTS HSPA cat 6 (upload)	Up to 5.8 Mbps
UMTS HSPA+ cat 24 (download)	Up to 42 Mbps
LTE cat 3	Up to 50 Mbps (upload), up to 100 Mbps (download)
<b>Talk time (GSM)</b>	Up to 11 hours***
<b>Standby time (GSM)</b>	Up to 550 hours***
<b>Talk time (UMTS)</b>	Up to 14 hours***
<b>Standby time (UMTS)</b>	Up to 530 hours***
<b>Standby time (LTE)</b>	Up to 510 hours***
<b>Music listening time</b>	Up to 40 hours***
<b>Video playback time</b>	Up to 5.5 hours***
<b>Battery (Embedded)</b>	2390 mAh typical 2330 mAh minimum

\* Memory comprises of approximate 5 GB firmware plus 11 GB of “Internal storage” for music, pictures and movies, and downloaded applications and their data. For more details about memory, See “Memory in Android™ device” on page 17.

\*\* There is no API for the light sensor.




\*\*\* Values are according to GSM Association Battery Life Measurement Technique as performed in controlled laboratory conditions. Actual time may vary.







**NOTE:** Battery performance may vary depending on network conditions and configurations, and phone usage.

**NOTE:** Performance metrics measured under laboratory conditions.



## Categorised feature list

 <p><b>Camera</b></p> <ul style="list-style-type: none"> <li>13.1 megapixel camera</li> <li>16x digital zoom</li> <li>Auto focus</li> <li>Burst Mode</li> <li>HDR for both picture/movie</li> <li>Face detection</li> <li>Flash/Pulsed LED</li> <li>Flash/Photo light</li> <li>Front-facing camera (2.2 MP 1080p)</li> <li>Geotagging</li> <li>HD video recording (1080p)</li> <li>Image stabiliser</li> <li>Object tracking</li> <li>Picture Effect</li> <li>Quick Launch</li> <li>Red-eye reduction</li> <li>Scene recognition</li> <li>Self-timer</li> <li>Send to web</li> <li>Smile detection</li> <li>Sony Exmor RS® for mobile</li> <li>Image sensor</li> <li>Superior Auto</li> <li>Sweep Panorama</li> <li>Touch capture</li> <li>Touch focus</li> <li>White balance</li> </ul>	 <p><b>Music</b></p> <ul style="list-style-type: none"> <li>3D Surround Sound (VPT)</li> <li>Album art</li> <li>Bluetooth™ stereo (A2DP)</li> <li>ClearAudio+</li> <li>Clear bass</li> <li>Clear Phase™</li> <li>Clear stereo</li> <li>Dynamic normalizer</li> <li>Music tones (MP3/AAC)</li> <li>PlayNow™ service*</li> <li>SensMe™</li> <li>TrackID™ music recognition*</li> <li>“WALKMAN” application</li> <li>xLoud™ Experience</li> </ul>	 <p><b>Internet</b></p> <ul style="list-style-type: none"> <li>Bookmarks</li> <li>Google Chrome™</li> <li>Google Play™</li> <li>Google™ search*</li> <li>Google Voice™ Search*</li> <li>Google Maps™ for Mobile with Street view and Latitude™*</li> <li>NeoReader™ barcode scanner*</li> <li>Pan &amp; zoom</li> </ul>
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 <p><b>Communication</b></p> <ul style="list-style-type: none"> <li>Call list</li> <li>Facebook™ application*</li> <li>Google Talk™ application*</li> <li>Noise suppression</li> <li>Polyphonic ringtones</li> <li>Speakerphone</li> <li>Twitter™*</li> </ul>	 <p><b>Messaging</b></p> <ul style="list-style-type: none"> <li>Conversations</li> <li>Email</li> <li>Google Mail™*</li> <li>Instant messaging</li> <li>Multimedia messaging (MMS)</li> <li>Predictive text input</li> <li>Sound recorder</li> <li>Text messaging (SMS)</li> <li>Voice input</li> </ul>	 <p><b>Design</b></p> <ul style="list-style-type: none"> <li>Auto rotation</li> <li>Battery STAMINA Mode</li> <li>Direct touch</li> <li>Face Unlock</li> <li>Gesture input</li> <li>IPX5/7 (Water-resistant) &amp; IP5X (Dust-proof)</li> <li>On-screen QWERTY keyboard</li> <li>Sony Mobile BRAVIA® Engine 2</li> <li>Screenshot capturing</li> <li>Throw</li> <li>Touch screen</li> <li>Wallpaper</li> <li>Wide color gamut</li> </ul>
 <p><b>Entertainment</b></p> <ul style="list-style-type: none"> <li>3D games</li> <li>Media browser</li> <li>Motion gaming</li> <li>PlayStation® Certified</li> <li>Radio (FM radio with RDS)</li> <li>SensMe™ slideshow</li> <li>Sony Entertainment Network*</li> <li>TV launcher</li> <li>Video streaming</li> <li>YouTube™*</li> </ul>	 <p><b>Organiser</b></p> <ul style="list-style-type: none"> <li>Airplane mode</li> <li>Alarm clock</li> <li>Calculator</li> <li>Calendar</li> <li>Contacts</li> <li>Document readers</li> <li>eCompass™</li> <li>Infinity button</li> <li>Notes</li> <li>Setup guide</li> <li>Stopwatch</li> <li>Tasks</li> <li>Timer</li> </ul>	 <p><b>Connectivity</b></p> <ul style="list-style-type: none"> <li>3.5 mm audio jack (CTIA)</li> <li>aGPS*</li> <li>Bluetooth™ 4.0 wireless technology</li> <li>DLNA Certified®</li> <li>GLONASS*</li> <li>HDMI via MHL support</li> <li>Media Go™</li> <li>Media Transfer Protocol support</li> <li>Micro USB support</li> <li>Native USB tethering</li> <li>NFC</li> <li>PC Companion</li> <li>Screen mirroring</li> <li>Synchronisation via Exchange ActiveSync®</li> <li>Synchronisation via Facebook™</li> <li>Synchronisation via Google™</li> <li>USB charging</li> <li>USB High speed 2.0 support</li> <li>Xperia™ Link</li> <li>Wi-Fi®</li> <li>Wi-Fi® Hotspot functionality</li> </ul>

\* This service is not available in all markets.

# Technologies in detail

**NOTE:** The information outlined below is general and levels of compliance to standards and specifications may vary between products and markets. For more information, contact Sony Mobile Developer World or your Sony contact person where applicable.

## Device-to-device communications (local)

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### Bluetooth™ wireless technology

Bluetooth™ profiles supported	Advanced Audio Distribution Profile v1.2 Audio/Video Remote Control Profile v1.3 Generic Attribute Profile Client/Server over LE Handsfree Profile v1.6 (Wide band speech) Headset Profile v1.1 Health Device Profile 1.1 Human Interface Device Profile v1.1 Message Access Profile Object Push Profile v1.1 Personal Area Networking Profile v1.0 Phonebook Access Profile v1.0 Proximity Monitor Profile over LE
Core version and supported core features	Version 4.0
Connectable devices	Products supporting at least one of the Bluetooth™ profiles above. BT4.0 accessories generally require installation of a supporting application.

More information:

[www.sonymobile.com/developer](http://www.sonymobile.com/developer)

[www.bluetooth.com](http://www.bluetooth.com)

**Wi-Fi®**

Supported standards	IEEE 802.11a/b/g/n and Wi-Fi® Wi-Fi Direct, Wi-Fi Protected Setup
Connectable devices	Wi-Fi® access points Wi-Fi Direct compatible devices
Frequency band	2.4 GHz/5 GHz
Data transfer rate	Up to 150 Mbit/s
Security	Open Authentication Shared Authentication EAP-SIM EAP-AKA EAP-TLS EAP-TTLS/MSCHAPv2 PEAPv0/EAP-MSCHAPv2 PEAPv1/EAP-GTC WPA Personal and WPA2 Personal WPA Enterprise and WPA2 Enterprise
Encryption	WEP 64 bit, WEP 128 bit, TKIP and CCMP (AES)
Power save	WMM-UAPSD
QoS	WMM

## DLNA Certified® (Digital Living Network Alliance)

Supported Device Classes	<p><b>M-DMS – Mobile Digital Media Server</b> Media Types: images, music and video Summary: The digital media server exposes the media files in your phone to a Wi-Fi® network. The files can then be accessed from other DLNA Certified® clients.</p> <p><b>+PU+</b> Media Types: image, video and music Summary: Play media in the phone on another device, such as a TV or computer using 2 box push technology. +PU+ is integrated in the Gallery and Music applications.</p> <p><b>M-DMP – Mobile Digital Media Player</b> Media Types: image, video and music Summary: Play content stored on another device, for example, a server or a PC, directly on the phone.</p> <p><b>+DN+</b> Media Types: image, video and music Summary: Download content stored on another device, for example, a server or a PC, and play the downloaded content directly on the phone.</p>
Supported Bearers	Wi-Fi®
DRM Support	The DLNA Certified® implementation does not support DRM-protected content.

# Messaging

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## MMS (Multimedia Messaging Service)

According to OMA Multimedia Messaging Service v1.0 + SMIL

## Email

Bearer type (IP)	GPRS, EGPRS, UMTS
Character sets	BIG5 Traditional Chinese GB18030 ISO-2022-JP Japanese ISO-8859-1 ISO-8859-2 Eastern Europe ISO-8859-5 Cyrillic ISO-8859-7 Greek ISO-8859-9 Turkish ISO 8859-11 KOI8-R Cyrillic Shift_JIS Japanese USASCII UTF-16 UTF-8 Windows® 874 Windows® 1251 Cyrillic Windows® 1252 Windows® 1254 Turkish Windows® 1258 Vietnamese
Protocols	POP3 and IMAP4
Push email	Microsoft® Exchange ActiveSync® (EAS)
Secure email	SSL/TLS, both port methods (POPS/IMAPS) and START-TLS
HTML mail	Yes (read only)

### More information:

[www.sonymobile.com/developer](http://www.sonymobile.com/developer)

[www.openmobilealliance.org](http://www.openmobilealliance.org)

## Positioning – location based services

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Supported standards:

- OMA Secure User Plane Location (SUPL) v1.0 & v2.0
- 3GPP™ Control Plane location (incl. Emergency location)
- Qualcomm® GPSTOneXtra™

Supported satellite systems:

- GPS
- GLONASS\*

\* **NOTE:** GPS and GLONASS are used together to calculate the position. Positioning is more robust and accurate in most conditions if both systems are active. The benefits of using GLONASS are automatically available for all applications using the Satellite Positioning API (referred to "GPS Provider" in Android terminology).

## Provisioning (OMA CP)

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OMA CP version 1.1

## Multimedia (audio, image and video)

<b>Audio Playback</b>	<b>Decoder format</b>	<b>Supported in file format</b>
	Audio decoding MPEG-1/2/2.5, audio layer 3	MP3 (.mp3), 3GPP (.3gp), MP4 (.mp4, .m4a)
	AAC, AAC+, eAAC+	3GPP (.3gp), MP4 (.mp4)
	AMR-NB, AMR-WB	3GPP (.3gp)
	General MIDI (GM)	SMF (.mid)
	Linear PCM 16 bit	WAV (.wav)
	OTA	OTA (.ota)
	Ogg vorbis	Ogg vorbis (.ogg)
	FLAC	FLAC (.flac)
<b>Audio Recording</b>	<b>Encoder format</b>	<b>Supported in file format</b>
	AMR-NB, AMR-WB	3GPP (.3gp), MP4 (.mp4), AMR (.amr)
	AMR-NB, AMR-WB, AAC-LC stereo Sample rate: 48 kHz Bit rate: 128 kbps	3GPP (.3gp), MP4 (.mp4)
<b>Image Playback</b>	<b>Decoder format</b>	<b>Supported in file format</b>
	1, 4, 8, 16, 24 and 32 bpp and RLE encoded formats	BMP (.bmp)
	Single and multi-frame, bitmap mask support (GIF87a format and GIF89a format)	GIF (.gif)
	Joint Photographic Experts Group	JPEG (.jpg)
	Portable Network Graphics Bitmap mask support	PNG (.png)
	Wireless Bitmap	WBMP (.wbmp)
<b>Image Capture</b>	<b>Encoder format</b>	<b>Supported in file format</b>
	Joint Photographic Experts Group	JPEG (.jpg)



<b>Video Playback</b>	<b>Decoder format</b>	<b>Supported in file format</b>
	MPEG-4 Simple Profile Level 6, Advanced Simple Profile Level 5	3GPP (.3gp), MP4 (.mp4) Matroska (.mkv), AVI (.avi, .xvid), (.mov)
	H.264 High Profile Level 3.2	3GPP (.3gp), MP4 (.mp4) Matroska (.mkv), MPEG2-TS (.ts, AAC audio)
	H.263 Profile 0 Level 70	3GPP (.3gp)
<b>Video Recording</b>	<b>Encoder format</b>	<b>Supported in file format</b>
	Video H.263 Profile 0, H.264 High Profile Baseline Profile Audio: AAC-LC stereo Sample rate: 48 kHz Bit rate: 128 kbps, AMR-NB	3GPP (.3gp), MP4 (.mp4)
<b>Audio/Video Streaming</b>	Streaming transport	RTSP according to 3GPP™ HTTP streaming
<b>DRM</b>	DRM (Digital Rights Management) – features the rights and copy protection of downloaded content	OMA DRM 1.0 Marlin DRM

## Synchronisation (OMA DS, EAS, Google Sync™)

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OMA Data Synchronisation protocol versions 1.1.2 and 1.2

OMA Data Formats: vCard 2.1, vCalendar 1.0

Microsoft® Exchange ActiveSync® protocol version 2.5

Microsoft® Exchange ActiveSync® protocol version 12

Microsoft® Exchange ActiveSync® protocol version 12.1

Microsoft® Exchange ActiveSync® protocol version 14

Microsoft® Exchange ActiveSync® protocol version 14.1

Google Sync™

Related information:

[www.sonymobile.com/developer](http://www.sonymobile.com/developer)

## Web browser

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Google™ Chrome for Android™ is pre-installed.\*

Related information:

<https://play.google.com/store/apps/details?id=com.android.chrome>

\* Google™ Chrome is not available for all markets.

## Memory in Android™ device

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To use Android phones efficiently, users should be aware of the different types of phone memory. This knowledge is important in order to understand, for example, where music, photos and videos are saved; how many apps can be downloaded from Google Play™; and how photos can be copied to a PC.

The below information is also of interest to developers who wants to make their programs able to make the best possible use of the resources in the phone.

Generally, all Android phones share the same basic memory setup. What differs is how much memory is available to you via the different types of memory, and whether your phone uses an external SD card or an internal memory chip. Any information specific to the particular phone model described in this White Paper is noted as such.

### Types of memory

The types of memory described below are consistent with the terminology used in Sony mobile phone menus and in other content relating to 2013 Xperia™ phones:

1. **Dynamic Memory** (also known as RAM) is used by applications that run when the phone is turned on. The amount of Dynamic Memory influences how many applications and operating system services can run at the same time. In Android™, the operating system automatically closes applications and services that are not being used.

However, such automatic functionality has limits. For example, if a lower amount of free RAM is available to applications after a new release of the operating system (due to increased capabilities in the system), phone speed will eventually be impacted (this is the main reason that a certain device cannot be indefinitely upgraded to newer releases of Android™).

If you experience problems with RAM, for example, if the phone runs slower than usual or if the Home application restarts frequently when you leave an application, you should minimize the use of apps that run all the time. Such apps could include, for example, applications that frequently download social service updates. You could also consider using a static wallpaper instead of a live wallpaper.

To see which apps and services are currently active, go to **Settings > Applications > Running Services**. You should have at least 50 MB, and ideally 100 MB or more, of free RAM to avoid slowdowns and application restarts.

You should also be aware that if you update the phone to a later Android release, the load on the built-in Dynamic Memory will increase due to the addition of more features, as mentioned above. As a result, the phone may run slower after an update.

2. **System Memory** (also known as “System partition” or “/system”) is used for the Android OS and for most applications that are pre-loaded from the factory. This type of memory is normally locked, and can only be changed through a firmware upgrade. There is usually some free space available in this section of memory. However, since it is locked, you cannot save apps, photos or any other content to this memory. System Memory is reserved for future firmware upgrades, which almost always need more memory than the original firmware. You cannot see or influence the use of this memory.
3. **Internal Storage** is memory used as “working” memory. It can be compared to the C: drive on a PC or to the startup disk on a Mac.

This memory is used to store all application downloaded from Google Play Store™ (and other sources) and their settings and data (such as emails, messages, calendar events and the like). All applications have an allocated area which no other applications can access and where the application data can be

stored.

Some games also store content such as game music and level information outside their own designated area; and generally, any application can choose to save their data in locations of their own choosing (outside the protected application settings areas). Generally, such content is not deleted when an application is uninstalled but must be removed manually, by connecting the phone to a computer with a USB cable, or by the use of a file manager application.

Internal Storage is also used for all user content added, for example, as a result of the user taking photos with the camera, downloading media files, and performing file transfers. Typical user content includes:

- photos
- movies
- music
- downloaded documents (as email attachments, for example)

Internal Storage will tend to fill up as a result of normal usage: use of applications saving their data, downloading and installing new applications, downloading free or bought content and taking pictures and movies. Therefore, the larger this memory is from the start, the more applications you can download and use, and the more pictures and movies you can take.

If the Internal Storage starts to get full, the phone slows down, and in some cases it might no longer be possible to install more apps. You should always ensure that you have at least 100 MB of free Phone Memory. If not, you should consider removing some apps that you seldom use, or move content you do not frequently access to safe storage.

You can see how much Internal Storage is free in **Settings > Storage > Internal Storage**. You can also view more detail about how much memory is used by applications in **Settings > Applications > Manage Applications**.

Please note that in Sony Mobile 2013 products, “Internal Storage” is now the union of what was previously known as “Phone Memory” (for applications and their data. “/data”) and “Internal Storage” (for user’s content, “/sdcard”). The reason for this change is to make the use of available memory more flexible, and also to enable the optional encryption of user’s content.

### Memory card slot

In some products you may find both a large internal memory and a memory card reader slot. However, on the current Android platform, the card reader slot does not work in the same manner in a phone with large internal memory, as in a phone with ONLY a memory card slot.

Generally, since most applications expect only a single location of storage, such applications will not generally allow you to SAVE anything to the card (i.e. they will lack an option to choose storage location); however, some applications (for instance, the Sony Mobile “Camera” application) may actually allow you to do so. Other, for example backup applications such as the Sony Mobile “Memory” application, will by definition be configured to copy content from the Internal Storage to the external SD card.

On the other hand, when it comes to READING from an external SD Card, you will be able access content (videos, photos, music) on a memory card inserted in this slot without any special considerations since the Android system searches all available memory for content. Therefore, such products may be regarded as supporting a fourth type of memory, called “External Card”.

4. **SD Card** (known as “/ext\_card” from a programmer’s point of view, or by other names in other Android products) is the name for the removable SD memory card in all 2013 Sony Mobile products. As described above, this External Card memory is generally more limited in that any application can READ from it, but many applications cannot SAVE to this card. Only a few applications, including back-up applications and file manger applications, has the capability to save to this card.

#### **Backing up data to different memory types**

Generally, you should not save photos, videos and other personal content solely on the internal memory of a phone. If something should happen with the hardware, or if the phone is lost or stolen, the data stored on the phone’s internal memory is gone forever.

In a phone where an SD card reader is the main memory, it is relatively easy to take the card out and copy all content to a PC or Mac, or to an entertainment device with a memory card slot. In a product featuring Internal Storage as the main memory, it is not possible to physically remove the memory. Instead, any critical or high-value content must either be copied to an external SD card by a special backup application, transferred to remote storage over a network (mobile or Wi-Fi), or to a computer via a USB cable.

To facilitate the transfer of data via a cable, the Xperia™ Z supports the Microsoft standard, Media Transfer Protocol (MTP), which makes it possible to easily transfer content back and forth between your phone and a Windows PC. For Apple Mac computers, a special application, BridgeforMac, is available offering built-in support for MTP; this application can be downloaded from the Xperia™ Z Support page.

Note that you do not need to back up or make a copy of applications that you have downloaded from Google Play™. They can normally be downloaded again if, once you have set up your Google account to work in a new phone (or a phone where the memory has been completely erased).

#### **Note 1:**

As noted above, some Android phones, including Sony Mobile devices from 2012, and Sony Ericsson devices from 2011 and earlier, do not use a single “Internal Storage” for both applications (and their data) and user content. Instead, these devices use either an external SD card for user content, or a corresponding area of internal memory to reproduce the functionality of an SD card. In such devices, there is a fixed limit between the application area (“/data”) and the user content area (“/sdcard”); with the result that user content can be filled, stopping the taking of new pictures for example, while there is still considerable free space in the application area; or vice versa, stopping the download and installation of new applications even though there is free memory in the content area.

#### **Note 2:**

Some devices with an integrated storage have abandoned the distinction between the application area and the content area when it comes to Factory Data Reset. As a result, there is no choice to do Factory Data Reset and preserve content; in such devices, all content is mandatorily and completely deleted from the device when a reset is performed.

In contrast, Sony Mobile has done the integration in a manner which makes it possible to preserve user content in this situation; therefore, when performing a Factory Data Reset, the default will still be to only remove applications and their data, and an option box must be checked if also all content is to be removed (as might be desirable when selling the device second-hand, for instance).

#### **Note 3:**

For a developer, it is important to note that from a programmer’s point of view, the location names used to refer to the different memory areas described in Note 1 are still valid; i.e., the area used for application (/data) is still present, as is the area used for content (/sdcard).

In reality, “sdcard” is a so-called symbolic link to “/data/media”, but from inside an Android application, “/sdcard” can still be used (for instance, use “sdcard/DCIM/100Android” to find all camera images). Continuing to use /sdcard to access the content area ensures compatibility across different products and Android releases in this regard.

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